

selecting and executing any one of various execution items of the focused object according to an input state of a single button,

wherein the input states of the single button include a short time period input, a long time period input, and a twice consecutive input.

3. (Currently Amended) The method as claimed in claim 2, wherein the execution items of an object include operations of updating a screen while navigating according to the resource access location information; updating a screen for displaying the resource access location information; and storing the resource access location information in a temporary storage unit to be immediately accessed in the necessity of a user.

4. (Currently Amended) A method for executing an object in a wireless internet access terminal, comprising steps of:

interpreting data inputted through the internet and displaying the inputted data on a screen;

focusing any one of plural objects displayed on the screen and each linked to predetermined resource access location(URL) information; and

displaying plural execution items sequentially one by one by displaying one of the plural execution items of the focused object on one screen and executing an execution item displayed on the present screen by inputs from a button.

5. (Original) The method as claimed in claim 4, wherein the inputs from the button include an input lasting for more than a certain time period and a stop of the input.

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6. (Currently Amended) The method as claimed in claim 5, wherein the plural execution items are sequentially displayed one by one on the screen by displaying one of the plural execution items of the focused object if the input from the button lasts for more than a certain time period, and an execution item displayed on the present screen is executed if the input is stopped.

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7. (Original) The method as claimed in claim 6, further comprising steps of:

displaying a first item of a menu on the screen if the input last for more than a certain time period;

judging if the certain time period elapses;

judging if the input still lasts in case that the certain time period elapsed;

judging if the item displayed on the present screen is the last one in case that the input still lasts;

branching to the time period elapse judgement step after displaying a next item on the screen if the item is not the last one;

branching to the first item display step after displaying a "cancel" item if the item is the last one; and

executing an execution item displayed on the present screen if the lasting input is stopped.

8. (Original) The method as claimed in claim 4, wherein the execution items of an object include operations of updating a screen while navigating according to the resource access location information; updating a screen for displaying the resource access location information;

and storing the resource access location information in a temporary storage unit to be immediately accessed in the necessity of a user.

9. (Original) The method as claimed in claim 4, wherein a screen is updated while navigating according to the resource access location information if the input from the button lasts for less than a certain time period.

10. (Currently Amended) The method as claimed in claim 4, wherein execution items including "get", "information view", "bookmark", and "cancel" are sequentially stored in a storage unit, and one execution item is read from the storage unit by an input from the button to be displayed on one screen, so that plural execution items are sequentially displayed on the screen one by one.

11. (Original) The method as claimed in claim 10, wherein the storage unit is a flash memory.